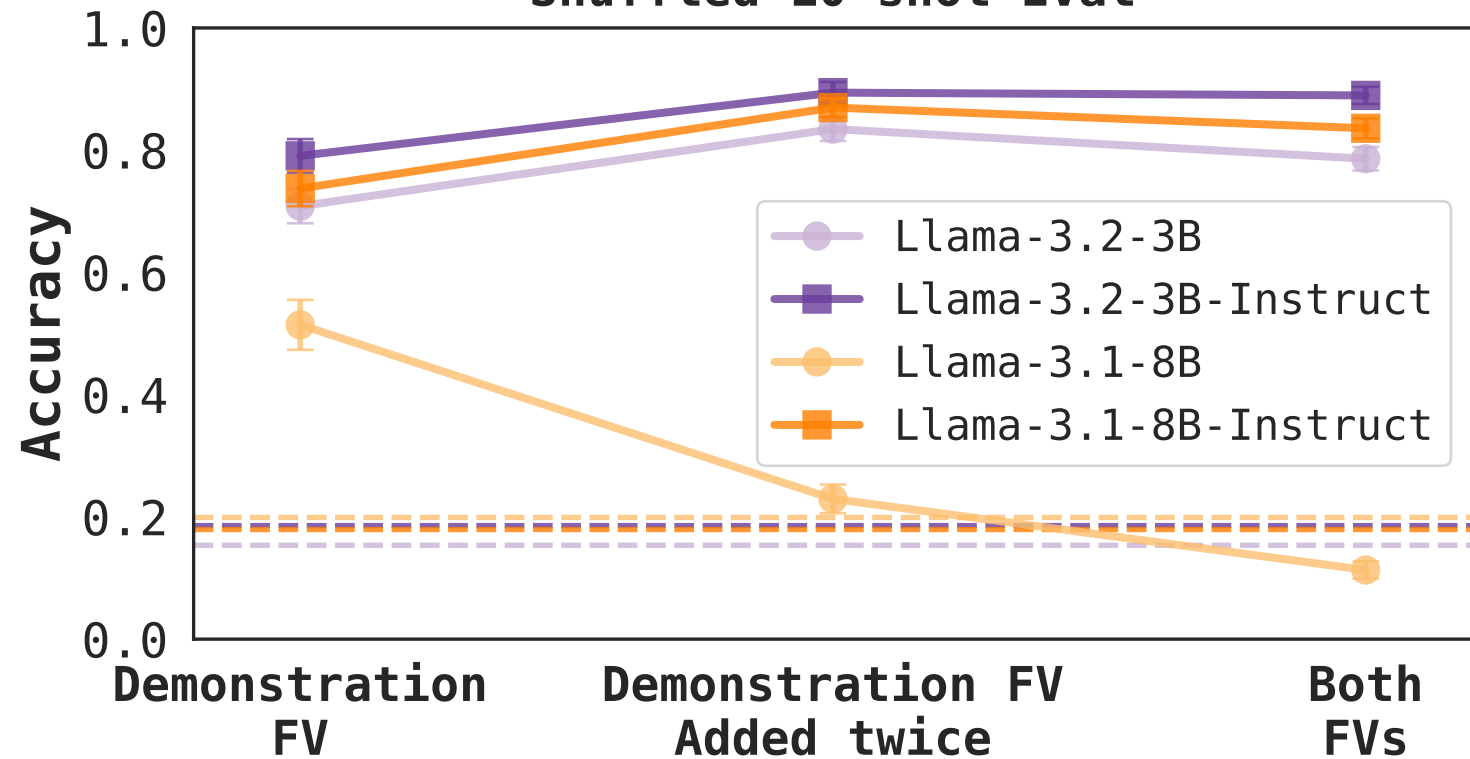


Shuffled 10-shot Eval



0-shot Eval

